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Printed in China.

Package contains one game on one game card. Made in Taiwan.
The information contained in this user guide was written for Pandemonium.

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This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.

SWITCH ON SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.

ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.

INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.

USE SENSIBLY

Use the gaming device only in the normal position as shown in the user guide.

ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

ENGLISH

Important: Safety information about video games**About photosensitive seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

Table of Contents

Inserting the N-Gage Game Card	3
Starting a Game	3
Using the N-Gage Controls	3
PLAYING THE GAME	
Pandemonium Game Controls	4
Main Menu	
Start Game	4
Options	4
N-Gage™ Arena	5
Quit	5
Saving	5
Loading	5
How it all Started	5
Character Selection	7
Screen Displays	7
Special Moves	8
Shape-Changing	9
Weapons and Powerups	9
Devices	10
Lyr's Magical Moments	10
Secret Areas	11
Ending a Level	11
Goons & Bad Guys	12
Sid's Advice	13
Apprentice Wizards	14
Warranty Information	16
Obtaining Support/Service	16
N-Gage Arena	16
Online Registration	16

Starting a game

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

Do not use the USB port during gameplay.

Bluetooth Multiplayer Game Play*

* To play the game with other users in Bluetooth multiplayer mode, all participants need to have a copy of the game card.

Using the N-Gage Controls**Controller Key**

8-way navigation.
Press to activate or select



Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.

MAIN MENU

Start Game -

- **Continue Game** – This will take you straight back to where you last left the game. Useful if your game was interrupted by a phone call or message.
- **New Game** – Start a new game. Selecting this will give you the following options:
Difficulty Settings – Pandemonium has 4 difficulty settings. These affect your starting number of hearts(hitpoints), target amounts of treasure to be collected, and your points earned.

EASY: 3 hitpoints at start, 50% treasure target, 200 treasure per life.

MEDIUM: 3 hitpoints at start, 85% treasure target, 300 treasure per life.

HARD: 2 hitpoints at start, 95% treasure target, 400 treasure per life.

NIGHTMARE: 1 hitpoint at start, 100% treasure target, 500 treasure per life.

- **Multiplayer Game** – Please refer to online information.

Options –

- **Sound** – Select to play with the sound on or off and adjust the volume.
- **Controls** – Select 'Controls' from the Options menu. Scroll to the control you wish to alter, press '5' [] and enter the key you would

5: Jump /
Press twice =
Nikki's Double Jump
7: Fire
9: Fargus' Tumble



PANDEMONIUM GAME CONTROLS

Controller Key: Move



[4]

like to use for the action or press 'Cancel' to revert to the default setting. To save, select 'Done'. Or, to cancel the change, press 'Cancel' and a dialogue box will appear. Select 'OK' and you will return to the Options menu. At any time you can revert to the default setting by selecting 'Reset to Defaults' in the Controls menu, pressing 5 and then 'Done'

- **Language** – Select a language in which to play the game.
- **Credits** – View the game credits.
- **Remove Saved Files** – This option can be used to remove Pandemonium's data from the N-Gage. Select this to delete all saved games and restore all settings to their default values. You will be asked to confirm this action, as once you have reset the game, any data that has been deleted cannot be retrieved. Select OK by pressing the left selection key. All files will be removed and settings will be reset to default.
- **Demo** – View the game demo.

N-Gage™ Arena – Please refer to online information.
Quit – Leave the game.

SAVING

Your progress through the game is automatically saved at the end of every level. If you quit the game before completing a level, you will have to re-start at the beginning of the level.

LOADING

Select 'Continue Game' from the Start Game menu to load your game. You can also go back and play levels you have already completed from the New Game Menu.

HOW IT ALL STARTED...

Fargus the off-centre jester and his demented stick-puppet partner Sid spent their lives hand in glove, though not always of one mind. They had grown up together in a large family of jesters and were living proof that cousins shouldn't marry. Mostly, Fargus and Sid travelled from circus to carnival, embarrassing people here, there and everywhere. Their act was getting

as stale as the fruit bowl and eggs that bombarded them during every performance. Their show was not so much an act as a bombing pattern. Now on their second swing through Lyr, they were starting to get a little leery of the well-armed crowds itching for target practice. Fargus and Sid needed a boost.

Just then, from down the alley, a town crier came by:

"Come one, come all to W.I.T.S.: the Wizards In Training Seminar! Tonight only at the Lancelot Castle and Bingo Pavilion. Taught by the one and only Tony Vu, The Worldly One, the man who had nothing and now has everything. He'll show you how to become a 10th level Wizard with absolutely NO MONEY DOWN. He'll teach you the wonders of Disappearing, Turning Into Things, Spellcasting 101, Fun With Fire and Pyrotechnics. Free wizard's cap with every admission!"

Fargus and Sid looked at each other, both staring deep into space. A new career, the chance to play with fire, and they could finally

ditch their goofy hats! As one, they cut a beeline for Lancelot Castle.

MEANWHILE IN ANOTHER PART OF THE CARNEY...

Nikki, the youngest member of the Flying Fleugel Family, was daydreaming on the highwire. For her, carnival life was dull, dull, dull. Besides, her best friends were Brenda the Alligator Lady and Fritz the Cow! Nikki was nobody's fool. A talented acrobat with hair-trigger reflexes, she felt there had to be more to life than gripping a balance beam. More than anything else, Nikki dreamed of being a wizard. It was this daydreaming that finally got Nikki into trouble. She forgot to feed the lions and almost cost The Great Zeigfreed an arm.

"I gotta get out of here," she thought. "I'm tired of performing with geeks and freaks. I'm running away to become a wizard!"

[6]

DOWN AT LANCELOT CASTLE & BINGO PAVILION...

Nikki, Fargus and Sid weaved their way to the very back of the overflow crowd awaiting The Worldly One himself. Bumping annoyingly into each other, the three decided they might as well exchange greetings.

"Hi, I'm Fargus. What's your sign?"

Sid coughed out,

"Hubba hubba."

Nikki returned the compliment:

"Nice hats, fellas. Where'd you leave the monkey?"

Suddenly The Worldly One made a splashy entrance, appearing through a plume of smoke as a mackerel, a buffalo and a llama, and finally letting off his opening joke in a thick accent.

"Excuse me, I've been going through a lot of changes lately."

From there it went downhill fast. Vu droned on with a disconnected monologue about a librarian, a secret potion and a Mexican hairless. Fargus dropped off with a snore, Sid made spitballs and Nikki practiced backflips, accidentally kicking several patrons in the back of the head. Finally, Vu waved a mossy-looking volume at the crowd, and hollered:

"When we reconvene, I'm gonna tell you about the most important and powerful book in the universe. There's donuts and mead in the lobby."

Then he broke for a potty run. *"C'mon guys, let's follow him,"* Nikki hissed, eyes alight with mischief. The three hustled down the hallway after Vu. As they drew closer, they noticed that their host had evidently been hitting the mead himself. As The Worldly One tripped over a carpet wrinkle, the ancient book slipped out of his

wizard's backpack.

Nikki quickly leaped and grabbed the thick tome before it hit the ground. The book was titled *Ancient Wizards Spell Book* and underneath: Must be fully trained and licensed to use. And in very small print at the bottom: May result in danger and death. Just what they hoped for! The three hung a sharp left, rushed up a staircase and stood on a high balcony with power in hand and PANDEMOMIUM awaiting!



CHARACTER SELECTION Fargus and Nikki

You can choose your character at the beginning of a game and before each level. If you're having trouble clearing a level with one character, give the other one a try.

Fargus, the Jokin' Jester. His whirlin' tumbles mow down monsters - and Fargus takes no hits whilst tumblin'!

Nikki, Acrobat Xtreme. Her high-flyin' double-jumps allow Nikki to glide over trouble and let her soar to hidden or hard-to-reach platforms and pick-ups.



Hearts

SCREEN DISPLAYS Hearts

Hearts display your hit tolerance. Each Heart is 1 hit point, and Hearts disappear as you take what the monsters dish out. Restore hit points by collecting Heart pick-ups. Lose all your Hearts, and you will lose one Life.



- Wee Hearts restore 1 hit point each.



- Gold-Rimmed Hearts add Heart positions. You can have up to 9 Hearts (hit points) at the top of the screen.

Lives

Lives show the number of chances you have to conquer the level. Lose one Life, and you must replay part or all of the level (depending on whether or not you passed a Checkpoint).

[7]

- Collect Ankh pick-ups to add Lives and increase your chances of winning.

Coins

The amount of coins you need to collect to gain an extra life is dependent on the difficulty setting at which you are playing.

- **Green Coins** are valued at 1.
- **Red Coins** add 5 to the number.
- **Purple Coins** are worth 25.
- **Double Treasure Timer** doubles the value of any Coins you collect in the next 10 seconds.

Checkpoint

Each Checkpoint has a unique appearance, but they all have one thing in common: once you pass them, you can't go backward in the level. Checkpoints are level markers. If you lose a Life, you'll restart the level from the last Checkpoint you

[8] passed.

SPECIAL MOVES**Bounce**

When jumping, use the Controller Key  to aim your character's landing. Make a direct hit on enemies and splat them into goo. Hint: Hold down the jump button  while bouncing on enemies and trampoline objects to "grab some air" and reach higher areas.

**Nikki's Double Jump**

As Nikki, tap the jump button  once to jump, then tap the button again while jumping to perform an acrobatic double-jump and somersault. Great for grabbing hard-to-reach items and soaring past danger.

**Fargus' Tumble**

As Fargus, press the 9 Key  to tumble, mowing down enemies without taking damage. Use the Controller Key  to tumble to the left and right.

**SHAPE-CHANGING**

Run through special gates and you could find yourself magically changed!

**Dragon!**

You're the "air apparent." Press the Controller Key UP  to fly and DOWN  to dive.

**Turtle!**

Press the Controller Key DOWN  and it's "no trespassing" while you're holed up in your shell and invulnerable.

WEAPONS AND POWERUPS

Special pick-ups arm you with firepower. Great for destroying monsters before they reach you. Weapons last until you pick up another one or take a hit.



The fireball packs a pyrotechnic wallop. The weapon icon disappears once you pick it up.



The shrink ray temporarily reduces monsters to pipsqueaks so you can squash 'em. Better be fast - they grow back!



The freeze ray paralyses enemies, turning them into easy targets. When they thaw out, watch out!



The shield makes you impervious to damage. Your character becomes fluid mercury while the power lasts (10 seconds).



The phoenix fireball regenerates itself. Its effect is the same as the fireball's, but if you lose the power, you can return and collect the weapon icon again an unlimited number of times.



Keys open the way to locked or closed-off areas. Sometimes you'll see the effect immediately; other times you'll have to find it.

DEVICES

Lyr is loaded with trampolines, moving platforms, rolling boulders, bridges, elevators, slides and more devious devices that can help you out - or make your quest impossible!



Slide

Geyser



Rolling Boulder

LYR'S MAGICAL MOMENTS**Level 1: Skull Fortress**

Bounce on melons, navigate a waterfall, and edge across a canyon on a slim rope bridge to reach the castle. Inside, amid treasures and razor-edged dangers, is the way to the central tower.

Level 2: Hollow Stairway

Scale the outside of the tower to nab the key, retrace your steps to get inside, and ascend to the roof to find your way to the dungeon below. Whew!

Level 3: Burning Desert

The passage from the underworld leads to the distant land of the burning desert, a beautiful sandscape of shifting dunes, wind-sculpted stone arches and sand hot enough to roast weenies. Plenty of treasure is tucked away here, just watch where you step.

Level Boss: Shroom Lord

Little is known of Fungus Maximus, the Shroom Lord. It is rumoured that he is big, angry, sneezes a great deal and hates fire. The only way out is past him, and none so far have survived the challenge.

Level 4: Soldier Barracks

The barracks were built to protect Honcho's new stolen logmill from the dispossessed owner, who might try to get it back. Slide down the flumes and battle the Goon Soldiers to reach the doors between you and Honcho's mill.

Level 5: Honcho's Logmill

Honcho may be tough, but he's not bright. He's inconsiderately scattered whirling blades, dangerous machines and clattering tools everywhere. If you can avoid them, you can eventually hitch a ride on Honcho's airship.

Level 6: Honcho's Airship

Honcho left piles of treasure on his ship, and even in the balloon itself. Once you reach the docking station, you'll have to navigate the aerial maze. If only you could fly.

Level Boss: Goon Honcho

Honcho is very protective of his favourite toy, the airship. To catch a ride, you'll have to defeat him without getting mashed into anchovy paste.

Level 7: Cloud Citadel

Built by giants, this citadel was once a great treasure house. The giants have vanished, but the treasure may still be hidden there. Ride the winds, blast out of cannons, and use teleporters to reach the heights.

Level 8: Frozen Cavern

Drifting so high that the air has frozen, fly through the wind, blast through ice walls, and try not to plummet to the earth far, far below.

Level Boss: Wishing Engine

Can you defeat the Wishing Engine?

SECRET AREAS

Explore to find special doors and secret chutes that drop you into areas packed with hidden surprises. Play the inventive levels over and over and you'll soon learn the tricks to getting the most treasures.

ENDING A LEVEL

You'll see a large gate or door when you reach the end of each level. Run through the passageway to complete the level and see how much of the treasure you collected.

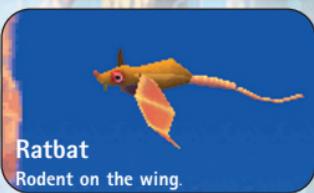


GOONS & BAD GUYS

Goons are just a bunch of fat, web-footed cretins...

**Blow Goon**

Dart-blowin' yellow bellies.

**Ratbat**

Rodent on the wing.

**Branky**Huge appetite.
Short attention span.**Boxing Goon**

Fists a-flailing!

**Spit Plant**

FEEEEE MEEEE!

**Walkapede**

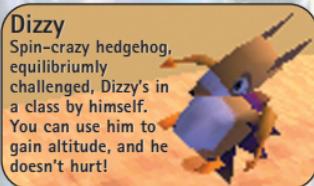
Nothing but feet & teeth!

**Buzz**

Big mosquito bugs you to death.

**Armored Goon**Have dagger,
will travel.**Kanga Goon**

"Up" kinda guy.

**Dizzy**Spin-crazy hedgehog,
equilibrium
challenged, Dizzy's in
a class by himself.
You can use him to
gain altitude, and he
doesn't hurt!

for all treasures, coins, secret areas and weapon power-ups.

- Push on certain objects to reveal secrets below or behind them.
- Bounce off enemies to reach remote places.
- Jump off airborne enemies to reach treasure and/or areas out of your normal jumping range.
- Some enemies hold the keys you need to open gates or reveal secrets.
- If you collect a key that doesn't have an obvious effect, explore around and maybe you'll find the answer.
- Destroy crates to reveal treasures.
- Explore each level thoroughly

SID'S ADVICE

- Watch for Controller Keys that guide you through uncertain areas.
- Destroy crates to reveal treasures.
- Explore each level thoroughly

- The Shield protects you from everything except bottomless pits.
- If you already have a special power, be careful not to collect another power-up unless you want to replace the first one.
- Use boulders and logs to roll over land-based hazards.
- When a Dizzy is around, use him to your advantage. Jump as he spins into you to launch high into the air. Getting hit by a Dizzy will not hurt you, unlike other enemies.
- Brankies can't be defeated with brute force. Just run!
- The Blow Goon is deadly accurate with his blow gun from a distance. Get close to him, though, and he'll bolt!

ENGLISH

APPRENTICE WIZARDS**EIDOS INTERACTIVE**

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Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

[16]

LIMITATIONS ON WARRANTY

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Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: www.n-gage.com

N-Gage Arena

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage Arena is an online service that allows you to upload and download game content enhancements over the air to extend game play.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at www.n-gage.com.

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See www.n-gage.com for more details.

Please refer to www.n-gage.com/pandemonium for game play instructions.

Register Your Game Online

To register, go online at: www.n-gage.com

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